

BEEN THERE, DONE THAT #15

Saint Simon's Island. I can't believe I'm on Saint Simon's Island. And yes, it is paradise, at least to these jaded city-bred eyes. Green, lush, warm, marshland (and marsh birds - herons, egrets, pilated woodpeckers) everywhere, tons of outdoor activity, and the Beach. Ah, yes, the beach. Although I prefer my sand a little whiter, my water a little greener, and my waves a fair amount rougher, this one benefits tremendously from two facts: 1) it is extraordinarily uncrowded, especially compared to the Maryland/Delaware beaches I am used to; and 2) it's less than 2 miles from my front door. I think we're gonna like it here...

Of course I'll probably like it a whole lot more when I get a job. Or, actually, to correct that, I'll like it less, but feel a whole lot more settled and permanent.

And I suppose I must do this to help the brain-dead and brain addled among you who are STILL sending me mail to my old address:

HEY YOU!
I'VE MOVED, REMEMBER?
202 SETTLER'S ROAD
ST. SIMONS ISLAND GA, 31522

And this, gentle reader, is *Been There, Done That #15*. I write this intro on the evening of May the 22, having just set up my computer after its more than 2 weeks living in a box. Already I'm late. And worse, despite a May 16 deadline and an announcement of the move in the last issue, orders keep trickling in, being forwarded from Baltimore. In addition, several people didn't get issue #14. I have no idea why, except that I mailed a bunch from a new location, one of the Community Colleges where I taught in Balt. Meaningful? Beats me. What hurts though is that at least 4 people did not get their issues, including 3 players, and one, Jason "Bozo" Bergmann, as we lovingly call him 'round here, called to inform me that he was getting lots of mail re. the Colonia game, so he assumed it'd been mailed, but he sure didn't have one, one hour before the moving van pulled away with both the extra copies of issue #14 and the computer and printer, all in boxes. I STILL haven't dug out those extra copies, so if I don't find them tonight, I'll just print out the new copies I know I need to send. One way or another, all missing issues will be mailed tomorrow AM. [Note 6 days later... they went out, and Jason got his... a yet a final note written the NEXT night, May 30. I found out yet another player, Steve Dorneman, hasn't gotten HIS issue!]

Yet as must be obvious to even the most brain dead among you, this is already 5 days after deadline. And, I was hoping to get a slim games only issue out now, and a biggie in time for Dipcon. What, pray tell, is your solution, Mr. Nash? Why simple, I will be adjudicating and typing the next couple of days, send the slim issue out, with the games in which I have all the orders. The games I am missing orders, will be held over until the next deadline, **June 18**. If you NMRed this time, received #14, and didn't forget my move, you just lucked out. Don't count on it again. Games that go out now will have a later deadline (except gunboat and Railway Rivals), and won't make the next issue, but will go out by flier. How about, oh, let's say, **June 30**. The long and the short of it is check your game report specifically for the next deadline, and remember: moving creates absolute havoc for the terminally disorganized Zine Pubber. [Note 6 days later... Colonia and Elio Chacon ended up being the only games that need to be delayed. All other regular Diplomacy games, and Purest Dip, will have deadlines of **June 30**, will miss the next issue, and will go out via flier. Gunboat, Kremlin, Railway Rivals, and Colonia, and Elio will all have deadlines of **June 18**, and will go in next issue. Possible changes to this... if I get **all** orders for any of the later deadlined games in time, I will adjudicate and stick 'em in the next issue. And if **John Cain** can't get me Railway Rivals orders by June 18, I'll hold that game over until the 30.

Subzines: No sign of either *Tennessee Rails*, or Susan Welter's orphan game *Bahamut*, or *Orphan Annie*. I can only assume both will go out by flier to the players, or go in the next *BTDT*.

The **TAD** (*The Armchair Diplomat*, the flagship zine of PBEM play) team for DipCon/World DipCon looks about set. Myself as Captain, supplemented by Bob Aube, Jeff McKee, Vince Leamons, Tom Swider, Steve Smith, and Dick Martin. This should make Tim Moore eat his words about PBEMers being lousy Dip players. You heard it here first, I predict either the **TAD** team, or a group of Brits will win. Us, because this is a *good* team. Brits, because the other players will have a hard time understanding them, and will want to be polite, and generally be silly Anglophiles who think people like Iain Bowen and Pete Sullivan are actually "cool." The smart money says at least one idiot will ask Sullivan if he knows any of the Beatles personally. The Aussies would be another good bet, for much the same reason, and being good Dip players to boot, but I don't think there'll be enough of them to field a team. Besides, Dick Martin's smart enough to get England and Cain into a heated

LATE MAY, 1990

argument over the merits or lack thereof, of "Downfall" in Gonsalves' van on the way down from D.C., that come the tournament, they won't be speaking to each other. The CADs (Carolina Amateur Diplomats) are **grossly** over-rated, and for once will be in a DixieCon tourney where there aren't 4 or 5 of them on every board, so they won't be able to follow their favorite tactic, i.e. once their position is damaged, just throw the game to Morgan Gurley to make the group look good.

There, the gauntlet is **down**, and I feel oh so much better!

Iain Bowen who'm I've badgered into GMing the Railway Rivals tournament asks me to procure the following: "Lumocolor washable markers," Average Dice (you know, ones with sides marked 2-3-3-4-4-5), and dice shakers. Given the state of my life, and the fact that I don't know any place around here to even start loooking, is there someone out there going to DipCon who can help?

Hall of Shame (DipCon wimp outs): Ken Hill, Ken Peel (closing on a house that weekend, ye ghods, where **are** his priorities?), Ron Cameron, Doug Winship.

Should I take this opportunity to run HRs again? Why not? Look at the end of the issue. And don't forget, #16, due the weekend of DipCon, will be **FAT!**

Colophon:

Been There, Done That is a somewhat relaxed schedule, every five week postal gaming zine mostly devoted to the play of Diplomacy, its variants, and Railway Rivals. Diplomacy was invented by Allan Calhamer and is distributed by TAHGC, and Railway Rivals was invented by David Watts, which currently lacks a US distributor but can be had from its inventor through Rostherne Games in England.

BTDT is available from the editor/publisher, Tom Nash, who resides at 202 Settler's Road, Saint Simons Island, GA 31522, (912) 634-1753 (don't call between 8:30 and 9:30 PM, It's my kids' bedtime!). CIS PPN - 74676,3310. The cost is \$1.00/issue. People playing in games or on the standby list pay half price, i.e. .50/issue. Let me be perfectly clear, if you are currently playing in a game, you will continue to get the rag free until your last position in your last game is gone. As of **NOW**, however, anyone signing up for or playing in a game will need to maintain a half-price sub. Letters and articles will continue to earn non-refundable sub credit at the rate of .50/page.

GAME OPENINGS:

Novice Railway Rivals: Signed up - John Kirk (paid), Scott Russell. Need 2 to 4 more. Open to anyone without much experience in the game (interpreted liberally - 0 - 2 games entered previously is fine). I don't believe the people I mentioned last time have gotten the rules and maps Ken was going to send them, yet, but they are still welcome to sign up now. Let me be clear why I'm running this as a novice only game... **NOT** because I think new players can't handle being in with the sharks. But rather, there is currently a boom in postal RR, but whenever a game opens, a lot of the same old names (including my own) grab the available slots while (I believe anyway) the person thinking about signing up hesitates, and before they can decide, the game is filled with folks named Brown, Nash, von Metzke, Gardner, Goode, and Hill. This is just to give novices a guaranteed opening to try the game out.

Bus Boss scoring Railway Rivals: For anyone (even Doug Brown who needs another Rivals game start like I need more debt). Haven't decided on a amp, will depend on number who sign up, and requests (feel free to make 'em). The main feature is we'll score races on the Bus Boss system, a David Watts designed variation on standard scoring. Basically, more than two people can get points for each race. Ther are still 30 points available per race, but they are distributed among all the race entrants, depending on the number entered. If one player enters, he gets all 30. Two, and it's the standard 20-10 split. Three, winner gets 16, 2nd gets 9, 3rd gets 5. Four entrants and it breaks down as 13-8-5-4; and 5 makes it 11-7-5-4-3. As Iain Bowen says in the letter detailing it: "Makes things rather interesting in the running phase as there is a new spoiled dimension where you run a race for no gain to cut dwqon on the number of points gained by the winner." I also see the value in a lot of my games, where I have a route between two cities in a race, but it is very roundabout, and I'd have to pay, say, 1 or 2 for track rental. In this system it would still be profitable to run if it looked like I'd finish 3rd, both for the points I'd get, and also to trim those of the top two two finishers.

Stock Market Game: Dropped like a hot potato due to total lack opf interest. David Orne should find his game fee with his zine.

Thanks to all who voted for *BTDT* in the Marco Poll. Third place was a gratifying finish, even if it does bug me to finish behind Cal White! At least I trounced Reynolds!

And The *Zine Register* #16? Also out by, and available at, DipCon, I **guarantee** it! (Even if I have to hand draw "#16" on all my left over #15s).

And so, without further ado...

One measly letter since he begged so nicely:

Ed Wrobel (Springfield, VA):

"Flap Jack McHugh does me a disservice with his brilliant satirical comment about me supporting government subsidy of McDonald's hamburgers for the poor. No, I'm afraid that filling up the poor with fat and cholesterol is too slow a final solution to make any progressive's (from the right or the left) agenda. And why enrich a corporation like McDonald's any further? More appropriate to my neo-sixties, retro-greenie, fantasy-wacko position on the political spectrum: pay the tobacco farmers to grow broccoli instead, and serve it instead of ketchup as the required vegetable in the school lunch program! What a concept! But could it get past a presidential veto, given the president's well-known dislike for the cruciferous greenie and his predecessor's expansion of the concept of vegetable to include condiments?"

PS. I hope you won't do damage to my god-given right of reply by delaying publication of this letter until June (by which time everyone will have forgotten all about broccoli if they haven't already) simply because of your silly little relocation to some desert island out in the middle of the Atlantic Ocean. Will you be getting your mail by bottle washed up on shore?"

And:

AL'S COLUMN, A SUBZINE OF SORTS
By Al Tabor

Hi Tom,

Hope you've managed to settle in and are happily ensconced on your island.

I reread my wrestling article/excerpts a couple of times. The first time it seemed totally opaque; the second time it made sense. Hope I was at least vaguely coherent—but I worry.

I'm going to report on the rating systems used by a few commercial PBM games in hopes that they provide a little inspiration for Diplomacy rating discussions or, at least, a contrast which allow you to sharpen up the focus of what you want a Diplomacy rating system to accomplish.

The games I will use are Starweb, Illuminati, and Battle Plan which are all products of Flying Buffalo, Inc. Starweb and Battle Plan are PBM classics with a large following and long term success. Illuminati is a PBM adaptation of Steve Jackson Game's card game that FBI bought from the PBM company which originally developed and marketed it.

The first thing that leaps out at me if I consider the whole range of games and rating systems is that a rating system is not so much a comment on the relative proficiency of a game's players as much as it is an extension of a game's rules. A rating system is, in fact, a set of additional meta-level rules that alter the way the game is played. Starweb is a good example of that.

Starweb is sort of the anti-Diplomacy. There are 15 players per game and each player can select one of six different roles for their position. You gain points based on conditions specific to your role. As a result of the roles' design, cooperation frequently pays off much more handsomely than competition. For example, Apostles get points for each convert they have per turn, but also points for martyrs. Berserkers get points for destroying population and turning them into robots. An Apostle will often husband a planet of converts until the end game and then invite a Berserker or two in to martyr the inhabitants. Some roles (Collector and Merchant) are almost totally trade oriented and very seldom fight anyone. Stabbing is anathema in this game since any player who has generated an 'overhead' of distrust will find it difficult to compete against players who have proven completely reliable.

The rating system focuses the cooperative aspect of the game. The game ends when someone gets enough points to cross the finish line. Everyone else gets their points as a percent of the 'perfect' score times 10 much like a baseball batting average, ie the perfect score 'bats' 1000 and all others reflect their percent of perfect. The result of this is that a sole win gets you the

same rating as a 15 way tie! I've never seen a 15 way tie but it would require massive amounts of diplomacy to pull off since everyone would need to calculate and control their scoring at a high level of detail. There have been 10 way ties and they get written up in the company journal as truly amazing games. As difficult as a 10 way tie is, it would be impossible pretty much without a rating system that gives you 1000 if you screw your 9 allies and go for a sole win, but the same 1000 rating, and no enemies, if you tie along with everyone else.

Coming out of this then, the question for any rating system is not 'does this rating system accurately reflect the game', but, instead, 'does this rating system focus play on the game's essential core'.

Another good example of a focused rating system is Illuminati. Illuminati is supposed to be a cut-throat competition for control of the world using a series of front groups, eg OPEC, the Boy Scouts, or the Orbital Mind Control Lasers, to subvert and control other groups. The rating system reflects the cut-throat aspect. You get 100 points for being first, a drop to 50 for second, then 30 for third, then 20, then 10. Draws are not allowed. Added to this is a bonus of 10 points for every other position you kill. Due to the large number of players per game, you could conceivably get more points by killing other positions than the winner got by winning. Points are accumulated and players with high ratings are placed in more complicated and deadly versions of the game. This system might have something to recommend to Diplomacy since, unlike the Starweb system, it is sharply focused on intensifying competition.

The system I find the most suggestive is Battle Plan's. Battle Plan models global conventional war and uses a map similar to Diplomacy. To that it adds quite a bit military and economic complexity. The rating is somewhat complicated. A player's rating is actually 5 numbers in the form (a,b) c,d,e with a=the number of games complete, b=number of games won, c=the number of opponents who died on the same turn or earlier than the player, d=the number of opponents who outlasted the player, and e=10 points @ win plus 1 pt for each other player defeated minus 1 point for each player who outlasted the ratee. The final number, e, could easily be divided by the number of games to make player's ratings more comparable.

Extrapolating, it might be interesting to play with a Diplomacy rating system that gives points for number of other players *defeated*. This would seem very much in the spirit of the game. A sole win would get 6 points, a 2-way tie would get 5, and so on. Sole wins could be made more desirable by giving a bonus of 4 additional points per win so that a sole win and a total loss would equal to two 2-way ties. The focus here would be on encouraging risky play for high stakes. Someone in a tournament could go for a sack in one game and still look strong even if other players ganged up to eliminate them in the following game. At the same time, a strong alliance player would have a very decent rating if they achieved a typical 2-way tie.

The interested aspect of such a rating system to me comes when we consider how to handle eliminations and survivors. We could lump all survivors together and score them all with points equal to the number of players that were eliminated. Any elimination would get points for any earlier eliminations. A sole win with 4 other survivors would give one player a 6, the surviving 4 all 2's, and probably a 1 and a 0 unless the two eliminations both went out on the same turn. (For these purposes, I'd be tempted to treat a dropped position as an elimination relative to all non-drops for the *player* who NMRed, but give the standby a choice of taking the rating for the position based on its final ranking. In other words, everyone in the game gets an automatic one point when someone drops, but the standby could choose to obtain his or her 6 points if that position goes on to win. The player that drops gets points only if someone went out before they dropped. This would discourage drops while making standby positions desirable, again, using the rating system to enhance the game.)

An alternative to giving all survivors the same rank would be to rate survivors only-- and *not* parties to the draw-- on the number of centers they have at games end. A 7 center survivor would beat a 3 center survivor. Our hypothetical game above would then most likely have ratings of 6/10, 5, 4, 3, 2, 1, 0. A 2-way might be 5, 5, 4, 3, 2, 1, 0.

Either system would intensify the dynamic for survivors. In the first system, survivors could increase their rating by eliminating other would-be survivors or bartering with greater powers to do the dirty deed for them. On the other hand, a strong position could keep a toady (but not a NMR if we include the provision that they count as drops) alive to stick it to other survivors by watering down their rating - or barter with second string positions do in their rivals. Using the second option, the competition would be slightly less intense since the ratings race requires only more centers and not the complete elimination of other would-be survivors. I believe the first option would make for the more intense play.

I like this rating system because I thought of it. Er, what! Let me back up and try again.

I like this rating system because it adds an improved set of goals for survivors. They can take actions harmonious with the general Diplomacy head in their negotiations with greater powers, and all other survivors are definitely ongoing rivals even if they have no shot at being part of the draw. There could actually be sub-alliances of survivors to control the 'terrain' outside

the draw. At the same time winners have a stake in making the draw as small as possible but no stake in reducing a survivor to an elimination.

My opinion should, of course, count less than most since I'm less acquainted with the more subtle joys and agonies of the game than you and most of your subscribers. Probably the best test of any proposed rating system would be to use it in a tournament where people really play the rating system intensely. So then, what do you think?

Playlist: Public Enemy, Fear of a Black Planet (Griff is out, all is forgiven?); Van Morrison, TB Sheets; Albert Ayler, Music is the Healing Force of the World.

THE GAMES:

Standby List: Tim Moore, Vince Lutterbie, Jimmy Williams, Doug Brown, Russ Blau (Colonia), Jack McHugh, Jason Bergmann (Dip & Colonia), George Rifle, Mike Morris, Steve Heinowski, Paul Milewski, Stephan Dorneman, David Hambley (Colonia), John Schultz, Mark Nelson (Dip and Colonia), Chuck Lietz (Railway Rivals), Stan Johnson, John Crosby, George Mann, Ron Cameron, Mickey Preston (Dip and Kremlin), and Robert Greier

Jay Hook

1990AE - Spring 1901

POWERS BEGIN TO SCRAMBLE. INTERESTING GERMAN OPENING MADE PROBLEMATIC BY FRENCH PRESENCE IN BURGUNDY. RUSSIA HAS VISITORS FROM GERMANY AND TURKEY. ITALY AND AUSTRIA: WAR OR COLLUSION?

Spring 1901:

Austria (Reynolds): A VIE-Tri; A Bud-SER; F Tri-ALB.

England (Weseman): F Edi-NWG; F Lon-NTH; A Lvp-EDI.

France (Johnson): A Par-BUR; A MAR S A Par-Bur; F Bre-MID.

Germany (Davis): F Kie-DEN; A Ber-PRU; A Mun-KIE.

Italy (Schultz): A VEN-Tri; A Rom-APU; F Nap-ION.

Russia (Kakritz): F StP(sc)-BOT; A Mos-STP; F SEV-Bla; A War-UKR.

Turkey (Nangle): A Smy-ARM; F ANK-Bla; A Con-Bul.

As of May 28, Mark Weseman's address will be: 2575 N. Prospect St., Milwaukee, Wi. 53211 (a mere block or two from our humble editor's hippy pad during several years of his dissolute and profligate youth in the very early 70s). Michael Nangle's new address is: P.O. Box 8427, Clearwater, FL 34618. And from May-August, John Kakritz' address will be: 7155 W. Missouri Ave, Glendale AZ 85303.

Press:

Kraut - Czar: Your stapled demands had me worried, but now you want Denmark too? Can you hear England jumping for joy?

Ger - Aus/Tur/Eng: Interested in a little Bear hunting?

Ger - World: Here's luck to all (kind unknown) and a well played game.

Ger - GM: Thanks for the flier and the extra time.

GM - Ger: De nada.

<The Tyrolian Tattler:> England and Germany are going to combine forces against France, Italy and Turkey are going for Austria, who is going for Russia, who is going to attack EVERYONE! More insider information as the game progresses.

GM - Tattler: Haven't I met you someplace before? Like Providence Rhode Island? You insider info seemed a bit better in that situation. By the by, what do you think my odds of winning THAT game are?

Aus - Tur: You may not have forgotten, but have you forgiven?

Aus - Rus: We're ok, as long as you-know-where stays empty.

Aus - Ita: I hope you realize that article I wrote about Italina strategy was just a put on. Really! The Balkans aren't worth all they're cracked up to be!

Ger - Eng: Last on eto Paris is an oeuf pourri!

Tur - Aus: You don't want me attacking you. You know what you must do.

Rus - Ger: I don't like the signals you have been sending. Please stay on your side of the board.

GM - Rus: Which side is Prussia on?

Czar Kakritz I - World: Long live the mighty Russian Empire. Prosperity to her allies & death to all infidels. Ya, ya, I know, you've heard it all before.

GM - Czar whatever: Yes, I have. But usually it's the Turkish player using the infidel line. This is a new wrinkle. Maybe like the Austrian demanding the German stay out of the Channel in S '01.

<Moscow>: Thanks for all the negotiation. It looks to be a good game.

Mos - World: For the months of May, June, July, and August, I will be at 7155 W. Missouri Ave, Glendale AZ 85303. Nash you better pay attention to this.

Nash - Ozog Toady: Oh, I'm paying attention. Doesn't mean I'll DQ anything about it. Ask Bill Hunter in the Colonia game. Only taken me 3 issues to get his COA right. And if you think I'm organized enough to switch back to your old address in September without further notice, you are crazy. Not only unhip, but crazy to boot!

NOTE: We are playing all units hold in the case of a post-1901 NMR. See HRs for how NMRs in 1901 are handled. And let me clarify one other point, and direct you to the HRs for further clarity. Two of you voted with your Spring orders on whether to combine Winter seasons with Spring, or separate them. No, no, no. Winter and Spring are combined, in most circumstances. However, there is always the unusual time when the number of complexity of the retreats and adjustments for Winter makes a combination and the necessary conditional orders cumbersome at best. Some HRs leave it to the GMs discretion to declare a season separation under those circumstances. Others say that if anyone requests a separation for that one year, it is granted. The most common way to handle it today, based on the *Rebel* HRs copied by so many pubbers, automatically separates Winter and Spring in 1901, and thereafter whenever any TWO players send in such a request with their Winter moves.

Now I hate season separations. They slow the game down so very dreadfully. Take a slow zine, separate virtually every Winter, throw in a delayed season here and there due to GM errors or someone not getting their zine, and you have a 4 or 5 year Dip game. It is BORING! So my intent is to speed the game up, yet allow for the unusual, and still leave the decision of when to separate entirely to the players. So BTDT HRs say Winter and Spring are assumed to be combined, **even in 1901!**, unless a MAJORITY of active players (4 of 7, 4 of 6, 3 of 5, etc) requests the separation. Get it? You don't vote once. You request AS the need arises.

Deadline for Fall 1901 is **June 30**.

Elio Chacon

Delayed due to Steve Dorneman never getting his zine, and my not finding this out until May 30. The deadline for Fall 1906 is **June 18**. I have orders on file for everyone else, but of course, you can change them at any time.

Marv Throneberry

19891A - Winter '02/Spring '03

Winter 1902:

Austria retreats A Ser OTB

Russia retreats F Nwy OTB, NBR, plays 2 short.

Turkey builds F Ank

Spring 1903:

Austria (Hoffman): F TRI-Ven; A VIE-Tyo.

England (Williams): F BAR S F Nth-Nwy; F NWG S F Nth-Nwy; F Nth-NWY; F SKA A Nwy-Swe; A Nwy-SWE.

France (Preston): A BUR S A Gas-Mar; A Gas-MAR; F LYO C A Mar-Tus; A Mar-TUS; F Wes-TYS.

Germany (Cameron): F Kie-BAL; A DEN S (E) A Nwy-Swe; F HOL H; A Mun-RUH; A Ber-MUN.

Italy (Heintzman): A TYO S (A) F Tri (OTM); A PIE-Ven; A Ven-APU; F Tys-NAP.

Russia (Norman/Greier?): A Gal-Bud (NSU); A RUM S A Gal-Bud (NSO); F SEV S A Rum; F Nwy H (NSU); F Swe S F Nwy (NSO)(dis-r; Fin, Bot, OTB); A STP S F Nwy (NSO); A BUD H [u].

Turkey (Carlberg): F Bul(ec)-BLA; F ANK S F Bul(ec)-Bla; A SER S A Con-Bul; A GRE S A Ser; F ION S (I) F Tys (OTM); A Con-BUL.

Will **Bob Greier** please submit stand-by orders for Russia. Ben Brandon has NMRed out as Germany, and is replaced by Ron "I really don't want any standby positions" Cameron. The Russian NMR was handled by WAP. The Turkish army Con was unordered and last time, and therefore held in place, successfully, but this was not reported. Due to the confusion surrounding the Russian units, here is a formal units by owner list:

Austria: F Tri A Vie.

England: F Bar F Nwg F Nwy F Ska A Swe.

France: A Bur A Mar F Lyo A Tus F Tys.

Germany: F Bal A Den F Hol A Ruh A Mun.

Italy: A Tyo A Pie A Apu F Nap.

Russia: A Rum F Sev A Stp A Bud and F Swe in retreat.

Turkey: F Bla F Ank A Ser A Gre F lon A Bul.

Bob Grier's address is 35171 Gromley Rd., Salem, OH 44460.

Nelson Heintzman's new address is P.O. Box 203, Bowmanville, NY 14026.

Press:

GM - I ur: No, not *Savannah!* Saint Simon's Island! About 2 hours south, and a whole lot smaller!

Fra - Eng: I think we've forgotten to talk. Hello?

Fra - Ita: I always did love a godd street brawl!

Fra - Ger: Nice kitty, nice kitty. Sic that ol' nasty Russia!

The dealine for Fall 1903 is **June 30**.

Duke Snider

1989KH Winter 1901/Spring 1902

TOTAL CONFUSION IN BALKANS! AFTER YOU, GASTON. NO, NO, AFTER YOU! EVERYBODY SUPPORTS EACH OTHER'S NON-ORDERS.

Winter 1901:

Austria builds A Vie, A Bud

England builds F Lon, F Lvp

France builds F Par, A Mar

Germany Builds A Kie, F Ber

Italy builds F Nap

Russia builds A War

Turkey builds F Smy

Spring 1902:

Austria (Johnson): F GRE H; A SER S (T) A Bul-Rum (NSO); A Tri-BUD; A Bud-GAL; A VIE S A Bud-Gal.

England (Zarr): F Nwg-NAT; F Lvp-IRI; F Lon-ENG; F BEL-Pic; A NWY H.

France (Hill): A BUR S A Par-Pic; A Par-PIC; F Por-MID; A Spa-MAR; F Mar-LYO.

Germany (Hodel): A DEN-Swe; A MUN S A Kie-Ruh; A Kie-RUH; F Hol-KIE; F Ber-BAL.

Italy (Lowrey): F NAP-Ion; A VEN H; A TUN H; F ION-Aeg.

Russia (Moore): F Sev-RUM; A Gal-BOH; A WAR-Gal; A Fin-STP, F SWE H.

Turkey (Sulzby): A ARM-Smy; F BLA S A Bul; A BUL S (R) A Gal-Rum (NSO); F SMY-Aeg.

Press:

Rus - Tur: Don't pull a fast one on me or I'll have to talk to your doctor about your pain medication.

Rus - Aus: Feel the suppleness of these armies, bud.

Rus - Eng: Thanks for the offer, let me think on it.

Rus - Ger: Thanks for the offer, let me think on it.

Rus - Ita: Thanks for the offer, let me think on it.

Rus - GM: Why do they call you the Great Satan? All I've seen of your play has been very conservative or a complete thrashing by Cameron. Do you know anything else I don't know about? And should I be worried now? And how do you feel about the supple leather kind of thing?

GM - Moronic Moore: I am unaware of anyone calling me "the Great Satan." I thought that appellation was reserved for Dick Martin. On CIS, I am known as the "Dip Ghod," or, usually, to fully express the reverence in which I am held, simply: " ", short for "He Who's name shall not be spoken." In fact, an entire Church hierarchy has been formed. We, like any Church, have our Serpent of Lies; in this case, our great evil and forked tongued devil is the heinous Steve Smith. However, it was the consensus of opinion, that while Satan-like in his qualities, he surely wasn't "great," in fact, anything but, so Doug Winship, I believe, termed him "The K-Mart Satan." Just shows the inherent humour in the Saint Simons Isaland mentality. Usually this is shortened to simply "K-Mart," though he is sometimes known by his related moniker, "the Leisure Suit Lucifer." As for my play, sometimes I play conservatively, sometimes not. In the CIS Winner's game, as Austria, by 1905, I owned Kie, Bel, Spa and Mar. As Austria! Hardly conservative in MY book! Of course I eventually got my clock cleaned by Russia, but hey, that's the nature of non-conservative play. I had the satisfaction of putting together an anti-Russian coalition, and eventually coming in second (ugh, hach!, gag! some consolation!) to Tom Heinze's fine win as France. As for getting my clock cleaned by Cameron in 88J, yes I did. But it was NOT that hard a chore for him, considering he had an airtight 3 way alliance formed before the game started for blatant cross-gaming purposes, by his own admission, which he will of course deny, and Austria, my neighbor and only salvation, was played by, I believe, three different players averaging an NMR per year. BY the way, I just got my third win (88Q, as Germany). How many is it for you? <<Evil grin!>>

Tur - Rus: You told me what you were going to do? I recall no such notification of a move into the Black Sea. Besides, I still have 3 brain cells left.

Mos - Vie: Okay, scumbag, I'm tired of all your lies about my intentions. If it's war you want, it's war you've got. Prepare to die.

Mos - Con: Listen up, shit for brains. What do I have to do to convince you that Austria is the only one who lied to you. He's also got Italy looking for a Lepanto. Attack me if you want to be stupid. I'll just hold a stalemate line as long as necessary.

Par - Ber: Trying to get Italy to attack me, huh? Well, I've got a little surprise for you, too!

Remember, we're no sissy white press zinc here! All games in BTDT allow black press.

Steven Sulzby's new address is 9321 Grackle Avenue, Fountain Valley, CA. Unfortunately, he doesn't include the zip in his letter and I threw out the envelope! Let me check my handy 1990 Hobby Census here, put out by Julie Martin... nope, lists his old address. Well, I'm sure mail will get there without the zip, right?

The deadline for Fall 1902 is June 30.

Frank Thomas

Gunboat

Spring 1903:

Austria: A SER S (T) A Bul-Rum; F TRI H; A VIE S F Tri; A BUD S (T) A Bul-Rum.

England: F NTH H; F ENG S A Pic-Bre; A Pic-BRE.

France: F Spa(sc)-MID; A Por-SPA; A Bre S A Par-Pic (dis:r-Gas, OTB); A PAR-Pic; A MAR-Bur.

Germany: A Kie-DEN; F Den-SWE; F HOL-Bel; A BEL-Pic; A BUR-Par; A MUN-Bur.

Italy: F ION-Aeg; A VEN-Tri; A TYO S A Ven-Tri; A APU-Ven.

Russia: F Rum-Bla (Boom!); A SEV-Rum; A UKR S A Sev-Rum; A Mos-STP; A StP-FIN; F NWY S (G) F Den-Nth (NSO); A GAL-Bud.

Turkey: A Bul-RUM; F BLA S A Bul-Rum; F SMY-Aeg; F GRE-lon; A ARM-Sev.

Press:

Tur - Aus: OK. That sounds good. And I'll help against Italy.

Tur - G/E: Let's not let Russia get carried away with himself.

You have much to lose if he does.

Tur - Rus: You shouldna' ha' called me jerk, Lad. The wrath of the Sidhe be upon ye!

GM - Tur: Great. A Turk with a Scottish accent.

Tur - GM: 'Pn my word, this is cracking good fun!

GM - Tur: "Cracking" good fun? Huh? Is this a veiled reference to illegal drugs?

Aus - Ita: We're wasting each other's time fighting. If you backed off, great! If you didn't and you continue going after me, I'll make sure someone else gets my dots... and it'll probably be a hungry Turk who'll roll over you when he's done.

Aus - Tur: Okay, did it work? If not, then next time I will move

A Ser to Rum, I promise. We'll break this bastard yet!

Aus - Nash: Did I hear that you might run a BeachCon?

Nash - Aus: I have no idea if you heard that or not. However, it's true. The new, Chez Nash shall be opened to tired and hungry gamesters the week between WorldDipCon and Origins. St Simons Island in June is an experience that should not be missed. If it gets too crowded, there's a relatively cheap motel down the road a ways. Swim and sun all day, game all night. What more could you ask for?

Rus -Ita: Here's hoping for a better relationship. I could use some help against this pitiful Turk and the wretched Austrian.

Rus - Fra: Here's to your health!

Fra - Rus: I can hold the E/G clowns forever if they keep playing this badly. Don't look now, but England's pants are down.

Fra - Eng/Ger: You two are a couple of moronic sh..eads. It'll be a pleasure to watch you learn Russian.

GM - Fra: Now, now. I had to censor that last bit. THis is a family zine!

Ger - Eng: Hope you guessed right. I think getting you in Brest is 1st priority.

Ger - Rus: If you're not using this, I will (Swe).

Rus - Ger: Here's to our health. If you moved to Sweden, you've got problems.

Rus - Aus: This A/T soap-opera romance is just too much for me to watch!

Rus - Tur: Decide, is it going to be the other woman, or me?

Fall 1903 orders are due on **June 18**.

Casey Stengel

Gunboat

CONFUSION ABOUNDS! NON-EXISTENT UNITS ORDERED FREELY! ITALY TRIES YET ANOTHER FLYING DUTCHMAN! SNEAKY AND CLEVER, OR JUST PLAIN SPACEY?

Austria retreats F Bul (sc) to Aeg
England retreats F StP(nc) OTB

Winter 1902:

England builds A Lvp
France builds A Par
Italy builds F Nap

Spring 1903:

Austria: F Aeg-Ion (dis:r-Bul(sc), OTB); A RUM H; A BUD S A Rum; A Tri-VEN; A TYO S A Tri-Ven.
England: A Lvp-EDI; F LON H; A Nwy-FIN; F Cly-LVP.
France : A Par-GAS; A Gas-MAR; A BEL-Pic; F ENG H; F MID S F Eng; A PIC H [u].
Germany: A Bur-RUH; A Hol-YOR; A MUN H; F Den-SKA; F NTH C A Hol-Yor.
Italy : A Apu S A Ven (NSU); A Ven H (dis: r-Apu, Rom, Tus, Pie, OTB); F GRE S F Eas-Aeg; F Eas-AEG; F NAP-Ion,
A TUN H [u].
Russia : A WAR H; A Mos-SEV; F Sev-BLA; F SWE S A StP-Nwy; A StP-NWY.
Turkey : A Smy-Arm (NSU); F Con-SMY; F Bul(ec)-CON; A Gal-SIL; A ARM H [u].

Press:

Tur - Rus: The Great Prophet cam to me in a dream last night and and told me I had been deceived by false stories and lies. The danger to Islam is not from the North but from the infidels of Rome. I offer you peace and and tranquility and beg a thousand pardons from you for my untrue actions. Let us avoid all toils of war with one another and seek peaceful growth to the west.

GM - Tur: Nice try!

Tur - Ita: Almost got a freebie didn't you? Sorry guy, you'll have to work for it.

GM - Tur: Well it was either an honest mistake based on overanxiousness, or a sleazy attempt at the ol' Flying Dutchman trick. Knowing the Italian player, which do you believe? Oh yeah, you don't knbow the Italian player, do you. Take it from me, sleaze is definately suspected in these parts.

Tur - Aus: My actions are to demonstrate a sincere desire for peace. Let's bury the hatchet... in Italy's head!

GM - Tur: Even better try!
Tur - Ger: Just passing through! Won't stay long unless we get a chance to!
Lon - Par: Has it looked like I'm invading you?
Lon - Ber: Or you?
Lon - Mos: Your women are too frigid. They're better in Norway.
GM - Lon: So's the lutefisk!
Ger - Board: Someone's been writing press for me again.
GM - Ger: Unless *this* isn't you, and *that* was, eh? Huh?
Ger - Fra: Sorry about my move to Burgundy, but you did ally with England first! I will be moving to Ruh in Spring, and turning
Bur back over to you.
Ger - Rus: Wanna throw a lion in the sea?
Ger - Ita/Aus: Let's be friends!
Ita - Aus: Can we get on with this? Keep this up and I'll have to start supporting Turkey into your centers. Russia is being
friendly, let's kill the Turk while we've still got the chance!

The deadline for Fall 1903 is **June 18**.

Warren Spahn

Purest Dip

Spring 1902:

Austria (Reynolds): A AUS S (R) A Rus-Ita (NSO).
England (Hoffman): A ENG S (F) A Fra-Tur; A ITA S A Eng.
France (Hambley): A Fra-TUR.
Germany (McHugh): A GER-Rus.
Russia (Hodel): A Tur-Fra (boom!); A RUS-Aus.

Press:

Flapjack - Stickman: C'mon, Karl, do your stuff.
Flapjack - GM: Of course the game is bloodthirsty. What do ya expect with 7 centers on the whole board? You want
cooperation, go play Chutes and Ladders.
GM - Flapped one: Actually, Candyland is the game of choice around here currently for play with Emily. We haven't gotten to
Chutes and Ladders yet. And the HRs for Candyland are quite loose. Basically, she gets to move anywhere she damned well
pleases whenever it suits her fancy. And, oh yes, she always wins.

Deadline for Fall 1902 is **June 30**.

Roger Craig

Colonia VI - Delayed.

See note at beginning of zine regarding Jason B's issue. He just called me tonight (May 29) to say he finally got his issue
tonight. He phoned in orders for Kremlin but requested a delay for this game to do some negotiating. Seems reasonable. The
deadline for Fall 1752 is **June 18**. In addition, I once again lack orders from Doug Winship, so I am calling a standby... will
Russell Blau, 9023 Lake Braddock Drive, Burke, VA 22015, please submit standby orders for France? If Doug does not submit
orders by the 18th, Russ will get the position.

Corrections to last times adjudication. Spain's order A Tex H was not listed, and England's order should have been A Col-
Pan. My mistake. The move succeeds.

Bill Hunter has had a COA for a couple of months now, 104 Silvertip Place Ft. McMurray Alberta. T9H 3B1. Canada. I kept
ignoring his notes telling me he'd moved, because it was second move this year, and I assumed he meant the first one.

Orders are on file for everyone but China and France, but these can be changed at any time.

And oh, PS to all you PBEMers used to playing British rules. For better or for worse, we are playing American style here... i.e.
you DON'T need to send retreat options with your moves, you make them next time. Similarly, Winter is combined with
Spring, not Fall, so you don't need to send prophetic builds or removals.

Starting set-up:

Party: Aparatschik; 84; ++.

KGB: Vacant

Foreign: Bungaloff (COMMIE-3*, FWTB-2); 54.

Defense: Eatstumuch (COMMIE-1*); 69.

Ideology: Talksalott; 69; ++. Industry: Badenuff; 53, ?. Economy: Zenjarplan (MGC-2*, FWTB-1); CURE, 60; +.

Sport: Nikotin; 60; ?.

Candidates: Schrutow; 75. Goferbroke; 74. Mischif; 68. Strychnin; 57. Niewitko; 73.

Siberia: Protzky, Palavarian; 77; ?, ++.

Funeral: Nothing.

Replacement: Talksalott promoted to KGB. Bungaloff promotes Goferbroke to Ideology, ages 1 to 55. Krakemheads promoted to Candidates.

Rehabilitation: Nothing.

Parade: Nestor fails to wave and ages two to 86.

Ending set-up:

Party: Aparatschik; 86; ++.

KGB: Talksalott; 69; ++.

Foreign: Bungaloff (COMMIE-3*, FWTB-2); 55.

Defense: Eatstumuch (COMMIE-1*); 69.

Ideology: Goferbroke; 74. Industry: Badenuff; 53, ?. Economy: Zenjarplan (MGC-2*, FWTB-1); CURE, 60; +. Sport: Nikotin; 60; ?.

Candidates: Schrutow; 75. Krakemheads; 72. Mischif; 68. Strychnin; 57. Niewitko; 73.

Siberia: Protzky, Palavarian; 77; ?, ++.

FWTB to MGG: Thanks a lot, MGG. So much for starting influence. So if the COMMIEs have declared most of the top positions, this game is already over! Ya make-a me miserable! OK, now there's some room, get your guys up there and let me get out of the fire for a while!

GM - Ashburnites: This game is moving a mite slow. Although I opted for the split turn method of running the game, because my experience in a full turn per mailing PBM game involved more conditionals than Eric Brosius' Railway Rivals orders ("Check the tide tables. If Low tide at time of adjudication..."), I am willing to try the full turn per mailing method if you all want it. Just let me know with your next orders.

Deadline for Turn 3A is June 18.

Railway Rivals

Felix Mantilla

Spain - 724SP - Round 5

Never having seen a game where a player went into debt before, I wasn't quite sure how to handle it. I thought, since my own HRs state the 20% interest would be charged for each turn the player remained in debt, that I would not tack it on until the following turn. But, since then, a game I am in in *Prisoners of War* has a player going into debt, and Wallace, the GM, charged him the interest immediately. Thinking it over, this makes more sense to me, as the other gives players the opportunity to go into debt, and get out the next turn, never paying interest, and I don't really like that. So, L&LC is charged interest of 1 on his debt of 5.

In addition: TT owes CDS 1 for the build in A65 last time. Due to the river, NIGHT beat BoS to P15, and BoS pays NIGHT one instead of vice versa. Jim, I get 20 for L&LC's payment to BoS in 4b no matter how many times I count it. 8 half hexes plus 4 junctions. However, you are right about PUTA paying NIGHT only 7, not 8, for D60-D56. VIC owes 1 to MR for L62. Revenue chart has been adjusted.

CDS (Hill, red): 5a. (E48)-Cordoba; (E48)-E47-F48 (pays 3 to TT). 5b. (Cordoba)-J47; (Y24)-W23 (pays 8 to MR). 5c. (J47)-Sevilla; (W23)-V23 (pays 1 to BoS).

TT (Brown, brown): 5a. (L44)-Cadiz; (M44)-M42. 5b. (A66)-A67-B67-B70 (pays 1 to CDS, 1 to L&LC). 5c. (J50)-J51; (M42)-L41-Algeciras; (W17)-W18; (B70)-C71 (Pays 4 to PUTA).

L&LC (Preston, Purple): declines to build!

MR (Gardner, yellow): 5a. (K48)-J47-Cordoba. 5b. (L45)-K45; (M47)-O46 (pays 1 to TT). 5c. (K45)-J44-J43-K43.

PUTA (von Metzke, orange): 5a. (W17)-Cuenca; (U15)-S16. 5b. (Valladolid)-K63-Salamanca. 5c. (S16)-P17 (pays 1 to NIGHT, 1 to BoS).

BoS (Zetzer, blue): 5a. (N20)-L21. 5b. (N13)-Alicante; (L21)-L22-J23. 5c. (J23)-Barcelona; (X25)-Z26.

NIGHT (Goode, black): 5a. (O53)-O52; (K59)-J59. 5b. (J59)-J62 (pays 1 to CDS, 1 to VIC). 5c. (D53)-E53-E52; (O52)-O51.

VIC (Cain, green): 5a. (G61)-Valladolid (pays 1 to CDS). 5b. (Z7)-Z6-Almeria; (Valladolid)-G66. 5c. (G66)-G67-J68-Leon.

Revenue:	Old	Towns	Payments	New
NIGHT	62		-2, +1	61
BoS	57		+2	59
TT	44	12	-6, +4	54
VIC	34	6	-1, +1	40
PUTA	34		-2, +4	36
MR	17		-1, +8	24
CDS	26		-12, +3	17
L&LC	-6		(-1 interest)	-7

Rolls for Round 6 are: 6-5-6. Round 6 is due **June 18**. If John's zine and orders don't make it across the ocean twice in that time, however, I'll hold it over and send out the results by flier.

Press:

CDS to GM: How about some BIG numbers for Round 6?

GM - CDS: Sure. Anything else I can do for you?

GM - Board: Don't forget the Buss Boss scoring game! Should be different enough to make a pleasant diversion.

Bo Belinsky

C&O - 725CO - Round 6

Again, due to changing my mind on the debt issue, TOM NASH was charged 1, as interest on his debt, and this has been adjusted in revenue chart.

Round 7 races:

1. Beckley (6D) - Roanoke (6C)
 - 1st - OHIO (+20, -6 to L&LC)
 - no other entrants.
2. Tennessee (Bristol or Norton) (JC) - Martinsville (4C)
 - 1st - L&LC (+20)
 - 2nd - MDL (+10, -7 to L&LC)
3. Norfolk (9S) - Fredericksburg (3S)
 - 1st - CORE (+20, -1 to Tom Nash)
 - 2nd - TOM NASH (+10, -1 to CORE)
4. Danville (5C) - Huntington (AD)
 - 1st - MDL (+20, -7 to TOM NASH)
 - no other entrants (... sort of... see below)
5. Parkersburg (9D) - Alexandria (10H)
 - 1st - BX (+20)

No other entrants

6. Winchester (7H) - Elkins (4H)
 1st - BX (+20)
 2nd - JR - CORE (+5), OHIO (+5)

7. Charleston (7D) - Buena Vista (8C)
 1st - OHIO (+20)
 No other entrants

8. Baltimore (9H) - Kentucky (Huntington or 13) (JD).
 TIE! MDL (+15, -5 to BX, -1 to CORE), OHIO (+15, -5 to BX, -1 to CORE)

Builds:

OHIO (Gardner, blue): (Logan)-Williamson; (T10)-T11-U12-Gassaway; (Winchester)-Hagerstown-G84; (M34)-J35; (P25)-Q26 (23 to bank, 5 to BX, 1 to TOM NASH).
CORE (Brown, brown): (X39)-Baltimore; (A68)-F65-F64-Wheeling; (C67)-Fairmont (18 to bank, 2 to BX).
BX (Goode, burgundy): (Gassaway)-U12-T11; (E68)-E69-Morgantown; (F62)-H63-Wheeling; (T11)-S12-M9-Mullens (pay 21 to bank, 1 to OHIO).
TOM NASH (von Metzke, orange): declines to build.
MDL (Hill, red): declines to build.
L&LC (Preston, black): declines to build.

Round 8 races:

9. Morgantown (AH) - Charlottesville (2S)
 10. Suffolk (8S) - Bluefield (4D)
 11. Baltimore (8H) - Norton (AC)
 12. Gassaway (8D) - Mullens (5D)
 13. Lynchburg (7C) - Covington (9C)
 14. Wheeling (10D) - Logan (2D)
 15. Major Seaport (Balt, Norfolk, Newport News) (KH) - Williamson (3D)
 16. N. Carolina (DipCon Express... A1 to A41) (QC) - Hagerstown (6H)
 17. (QH) Pennsylvania - Richmond (4S)

Enter up to any 6. After the races, build up to 12 hexes.

Revenue:	Old	Towns	Races	Payments	New
BX	102	12	+50	-22,+7	149
MDL	96	-	+45,-19		122
OHIO	48		+60,-12	-29,+1	68
CORE	44		+28,-1	-20	51
L&LC	8		+33		41
TOM NASH	-5		+18,-1	+1	13

MDL - GM: Yuk...do those races suck? or is it my line that sucks? Can't tell...

GM - MDL: Perhaps a little of both.

GM - Mickey: Uh, Mickey, race number 4 was Danville to *Huntington*. I didn't enter you in it as you don't have a legal route for a solo run, and besides, labeling it as Danville to Fredericksburg was a dead giveaway you really didn't want to run it. Right?

CORE - MDL: You're complaining about YOUR track! I'll swap even. Actually, I won the last game on this map with essentially your track. Just jump J9 into Mullens and Beckley and you've got the best track on the board!

CORE - OHIO: I tried a joint run with you on race 6. I hope you did likewise.

GM - CORE: He did.

GM - CORE: Sorry I didn't get back to you on the trade. Despite the fact that Dykstra is hitting .400 and Davis under .200, asking me to give up the hope of the future, Davis AND Benes, for a couple of guys who's averages can't go anywhere but down, is, well, wishful thinking. I don't even know why I considered it for the length of the phone call... I guess I was intoxicated with that .400 average and couldn't think rationally. Once I sobered up...

Deadline is June 18.

BEEN THERE, DONE THAT DIPLOMACY HOUSERULES

1. The 1982 edition of the Diplomacy rulebook will be used. Situations not clearly covered in the rulebook will be decided by the GM, who will use common sense and hobby tradition in making the ruling.
2. If a disagreement cannot be resolved it will be submitted to an agreed upon ombudsman for final, binding arbitration. Players are encouraged to remember that this is a game!
3. Deception of the GM is about the only thing not allowed, and the attempt, if detected, will result in expulsion from the game.
4. All shades of press are allowed and encouraged, though the GM reserves the right to edit for length and content.
5. Separation of seasons will follow American (Winter/Spring) tradition, although British style games will be offered from time to time. This will be spelled out as witing lists open. In either case, seasons will be separated only if requested by a clear majority (50% + 1; i.e. 4 of 6) of the remaining players in the game. There will be no automatic 1901 separation of seasons. It is the GM's intent to move the game along at a decent clip.
6. Orders may be made conditional on anything resulting from the previous season, but not from anything occurring in the current season. Therefore, no orders may be conditional on whether another player NMRs for that season. The one exception is that players MAY submit orders conditional on whether the original player who NMRed the prior season, or the standby called, becomes the player of record. In the case of situations where several sets of conditional orders are submitted, but none match the current situation exactly, the one labeled "otherwise..." will be used. If there is no set so marked, only those units with orders common to each set will be ordered, and units with conflicting orders will attempt to hold.
7. Players will be asked to vote at the beginning of each game whether to play with "All Units Hold," or "War By Automatic Pilot" rules for NMRs. Majority vote will determine this. The default is All Units Hold.
8. Country selection will always be done by random draw, as per the rulebook.
9. Orders may be changed any number of times. The last-dated set of orders arriving before deadline will be used. If one or more sets are undated, the last dated set will be used. If no sets are dated, the GM will attempt to read postmarks and use the set with the latest legible postmark.
10. If a player NMRs, a standby will be called. If the original player fails to submit moves for a second consecutive season, the standby will take over the position. If neither submits moves the second season, the position will lapse into CD. In this situation only, the original player will be able to resume the CD position at any time. The standby's name shall be mud! Standbys will be called regardless of the NMRed country's size.
11. Orders will be due on the deadline announced in the prior issue of BTDT, or a game flier, at midnight EST. Orders will be accepted by letter, postcard, electronic mail on CompuServe Information Network's Easyplex, or telephone. The deadline is the same for all of these media. No calls between 8:30 - 9:30 PM, EST. Players who wish to be called collect on the day of deadline if no orders have been received, should inform the GM and provide an evening phone number. The GM will make one attempt to call collect the evening of the deadline, if time permits! This should not be taken as a guarantee.
12. NMRs in 1901, due to their devastating effect on the game, will be handled differently. A single NMR in Spring '01 will result in the use of neutral orders provided by an uninvolved third party called on by the GM. More than one Spring 1901 NMR will result in a one month postponement and the calling of standbys. Fall and Winter 1901 NMRs will be handled by the submission of neutral orders by a third party called on by the GM who will have access to the prior season's moves. Starting in Spring 1902, NMRs will be handled by the WAP or all units hold procedure voted on by players.
13. Any player can submit any game ending proposal at any time. Draws need not include all survivors, although DIAS games may be offered from time to time and clearly labeled as such when the waiting list opens. Both the party submitting proposals, and actual votes, will be kept secret. Only vote totals will be reported. To pass, proposals must be accepted by ALL players still remaining in the game, who submit orders for that season (standbys submitting first set of orders not included, whether they become the player of record or not). In other words, NVR = NO, but NMR = YES. If more than one proposal is passed in the same season, the one with the larger number of players shall count. If more than one passes with the same number of players included, all the draw shall be between all players included in both proposals. Remember, draws voted before 1905 may result in rulings of irregularity by the BNC.

14. Units in retreat with no retreat provided by the player in question will be disbanded.

15. When removals are due, and none are submitted, the CD removal rules will be used.

16. The GM requires no special set of abbreviations, and will accept anything the intent of which is clear and unambiguous. I call it Mid and you call it Mao, I call it Eng, and you call it Cha; Mid, Mao, Eng, Cha, let's call the... uh, where was I? Right. I have no desire to make the game more restrictive than the rulebook, and will follow the rulebook's clear statement that badly written orders **MUST** be accepted IF they allow of only one meaning. Therefore, though I HATE the use of Nor and strongly recommend against it, A Nor-Swe, with army in Nwy, will be accepted (even if you wanted to misorder!) with a probable scolding note accompanying it, unless there is a valid convoy route for your army in NAF to Swe at the same time. However, F Ska-Nor will be both rejected and ridiculed. For the record, I use Nwy, Nth, Nrg, NAt, NAF, Mid, Eng, Wes, Eas, Tys, Tyo, Lyo, Bot, Lvp, and Lvn.

17. Houserules may be amended due to unforeseen circumstances. Players in games currently in question will have the right to vote (majority rules, GM will cast tie-breaker) on whether to adopt the changes for their game, or continue playing under prior houserules.

Amended: 11/21/89

18. Gunboat Press Addendum: Unless otherwise stated, gunboat press can not only be white, grey, or black, but is "open press," and will only be edited at the GM's discretion for taste or length (and don't expect much editing for either!)

Postal Kremlin Houserules:

Blatantly stolen from Don Del Grande:

(Kremlin is published by the Avalon Hill Game Company - I feel so much better getting that off my chest)

1. The basic rules as supplied in the game will be used except as modified in these rules.

2. The first set of orders mailed in by each player will be distribution of 55 allocated IP. None may be declared on Nestor Aparatschik. These IPs need not be declared yet, merely allocated.

3. Each turn is divided into 2 mailings (i.e. for each turn in the game, the player sends in two sets of orders). The first mailing of a turn consists of the Cure, Purge, Investigation, and Health phases. The second mailing consists of the Replacement, Rehabilitation, and Parade phases.

4. The following events occur in the first mailing:

CURE - Each player may move any Politburo members he controls into/out of the Sanitorium.

PURGE - The player controlling the KGB, Ideology, Party, and Industry chiefs may write purge attempt orders. Only one of these characters will actually have the chance to attempt a purge; however, since the others do not know who will be active at this time, all of these characters should have Purge Phase orders just in case.

INVESTIGATION - The players controlling the Defense, Foreign, KGB, Party, and Industry chiefs may attempt to conduct a trial and/or condemn a Candidate to Siberia. In addition ALL Politburo members must order Guilty or Innocent votes from each other member of the Politburo in case a member is brought to trial. If a Politburo member is put on trial, any other Politburo member not casting a vote for/against the one on trial is considered to have cast a guilty vote.

HEALTH - The GM makes the health roll for all members.

5. The following events occur in the second mailing:

FUNERAL - If the Party Chief post is vacant, each of the other Politburo members do the following:

a) Nominate an eligible (see Rules) Politburo member to become Party Chief.

b) Vote yes/no on each Politburo member in case he is nominated to become Party Chief (if no vote is ordered for/against certain nominee, the vote is considered to be "yes").

c) List the Politburo members, other than himself and the member listed in a), in order of preference, to become Party Chief (regardless of their eligibility for step a); this list is used in case a second nominee is needed)

REPLACEMENT - The Party Chief (or, if the post is vacant at the start of the mailing, all Politburo members (in case that member becomes Party Chief) shifts Politburo members within the same level. The KGB, Foreign, and Defense Chiefs (actually, any characters that can be in those positions after any Progress By Age takes place) order promotions from Candidates to Second Level and People to Candidates. The Ideology, Industry, and Economy, and Sports Chiefs order promotions from People to Candidates.

REHABILITATION - Each Politburo member may return any character in Siberia.

PARADE - Whoever is Party Chief at the time waves in the parade - if healthy enough - the GM makes the necessary die roll. Any character who is 96 retires.

6. Assigned IPs can be declared at any point in the turn and can be conditional on any events that occur prior to the declaration of the IPs in the same mailing. If, at any time, two or more players have the same number of declared IP on a character, the GM decides who has control based on when the IP were declared. If the deadlock continues, the GM will flip a coin. Orders such as "declare as many IP on Badenuff to control him in the Purge Phase will be followed if possible. Any order ambiguities will be handled by the GM as consistently as possible.

7. If a player does not send in orders for the first mailing in a turn:

a) Any of his controlled characters in the Sanitarium remain there, and none outside may enter; b)
His character "decline to purge" during the Purge Phase; c) His characters decline to conduct trials/condemnations and neither add nor remove investigations, and all votes in trials (except for a character against himself) are Guilty.

If a player does not send in orders for a second mailing:

a) If he must make nominations, the oldest eligible characters are nominated;
b) All votes are "yes;"
c) No shifts/promotions are made in the Replacement Phase (except for Progression by Age);
d) No characters are returned from Siberia.

and finally....

Railway Rivals Houserules:

1. A game will consist of 12 rounds, 6 building, and 6 racing.
2. Poorly written or illegible moves will be used, with the GM interpreting to the best of his ability.
3. In the case of an NMR during the building phase, the GM or designee will build track following the apparent logic and plan of the prior builds. No appeals will be entertained on the nature of the builds. If an NMR occurs during a race round, no races will be entered except those which involve using no track and making no payments to other players.
4. If a player NMRs two consecutive turns they will be dropped. In this case, or the case of a player resigning, a replacement will be sought. If none is found, the player's track will remain the map, and is able to be used by other players in the race round for half the normal cost (rounded up). Payments for intersecting or parallel builds to a defunct position will still be charged to the building player, but not collected by the defunct player.
5. Each building round consists of three segments, evidenced by three die rolls, i.e. 6-4-4. Builds must match these numbers in sequence, e.g. you may not build 7-3-4 to arrive at the same place. This will matter when crossing hills, rivers and forests. Standard notation divides each build round into three segments labeled "a," "b," and "c." UNDER THESE HOUSERULES, BUILDS FOR EACH DIE ROLL SEGMENT WITHIN A ROUND MAY BE CONDITIONAL UPON WHAT HAPPENS IN THE PREVIOUS DIE ROLL SEGMENT.
6. All builds are simultaneous for each round. Payments for parallel builds within the same round are reduced to 1 per half hex instead of 2. If a player's builds in one round produce a payment of over 15 points to a single rival, the rival only receives 15 of the total amount, however the full cost is deducted from the building player.

7. In the event of any ties, racing or building into a town, the revenue will be split among the tieing players.

8. Normal build notation is as follows: start point in brackets, then then listing of each hex a turn is made (NOT all intervening hexes), and all towns passed through are also noted (by name, NOT hex number!).

9. Each town "key number," whether an actual number or playing card, will come up twice, once in rounds 7-9, and again in 10-12. The actual number of races offered each round will depend on the total number of "key numbers" on the map. On a 36 number map, for instance, each round will have 6 races offered, with each player able to enter 4.

10. When a player wishes to rent another player's track for races, the hexes rented and the payments to rivals should be noted. In using their own track, players need only specify the basic route. In cases where a race is to be run entirely on their own track, and no route given, the GM will run it by the shortest route possible.

11. Joint runs and exchanges of running powers are acceptable if both players refer to it on their orders. Race entries may be conditional on acceptance of joint runs/XRPs by rivals, i.e. "enter #11 as a joint run with "Nash's New Caboose" if he agrees. Otherwise, don't enter it at all."

12. Races drawing no entrants will be re-offered once. If they still have no takers, they will be dropped.

13. Races will be resolved by the GM using an average die (2-3-3-4-4-5).

14. The GM will allow a specified number of hexes of track to be built, regardless of cost, at the end of the racing rounds.

15. Players MAY go into debt, with a 20% interest charged per turn that they remain in debt.

And finally, a *BTDT* exclusive, hot off the presses:

MICKEY'S ROTISSERIE LEAGUE!

The Teams: The St. Simons Sand Dodgers, managed by Tom Nash; the Nebraska Cutthroats, managed by Steve Smith; the Aubie-Wan Kanobies, managed by Bob Aube; the 1830s, managed by Jim Shapiro; the Lexington Omnipotent Ones, managed by oops, I forgot his name and can't find it!; and the Cameron Park Lost Boys, managed by Doug Brown. Note **only National League players used!**

After a frantic period of trading, releasing, and signings, marked by the semi-blockbuster starters for pitchers swap between the Sand Dodgers and the Aube-Wans of Hurst and Deshaies for Lee Smith and Mitch Williams, and a couple of highly rumoured true blockbusters that never happened, the rosters have settled down to this:

Position	SSSDs	Cutthroats	A-Wans	1830s	LOOs	Lost Boys
Catcher	Ziele Lavalliere	Santiago Lyons	Biggio Slaught	Kennedy Sant'venia	Girardi Scosia	Oliver Carter
Corner Infielders	Presley H. Johnson Treadway	G. Davis Caminiti R. Jordan	Guerrero Bonilla Williams	W. Clark Yielding Marshall	Grace Sabo Murray	Galarraga Wallach Benzinger
Middle Infielders	Samuel Owen Lind	Sandburg O. Smith Templeton	Alomar Uribe Jeffries	Deshields Dunston Backman	Doran Larkin Ramirez	Herr Griffin Duncan
Outfield	Walton Murphy E. Davis Str'berry Gant Daniels	Mitchell Dw. Smith Bass Brooks McGee Winnin'm	Coleman Carter Hayes Butler Roberts Thompson	Gwynn Dawson Bonds Griffey Carreon Kruk	O'Neil Raines VanSlyke McReynolds Hatcher Walker	Dykstra L. Smith Lynn Grissom Reynolds Bass (?)

Pitchers	Benes	Maddux	Franco	Gooden	Dibble	Fern'dez
	Viola	Valenz'la	Harris	Cone	Browning	Ojeda
	Armstrong	Smiley	Myers	Bielecki	Belcher	Lanc'st'r
	B. Smith	D. Smith	Scott	Rasmussen	Rijo	Assnm'ker
	D. Martinez	Anderson	Deleon	Whiton	McDowell	Dayley
	R. Martinez	Aase	Landrum	Tudor	Drabek	Brantley
	Williams	Morgan	Smoltz	Show	Magrane	Bedros'n
	L. Smith	Heaton	Hurst	Cook	Burke	Gardner
	Glavine	Akerfld	Deshaires	Harkey	Lefferts	Charlton
Disabled List	J. Clark Esasky	Hersh'r		D.Jackson		Berryhill Gibson

Standings as of 5/23/90:

At Bats	1495	1651	1657	1423	1682	1543
Hits	375	459	471	428	493	443
Avg	250	278	284	300	293	287
Rank	6	5	4	1	2	2
RBIs	165	219	232	198	217	178
Rank	6	2	1	4	3	5
Steals	56	50	62	49	87	40
Rank	5	4	2	5	1	6
HRs	33	43	50	47	37	31
Rank	5	3	1	2	4	6
IP	472	354	259	364	357	374
Hits	418	346	212	365	332	249
Walks	143	98	87	124	105	103
WHIP	1.187	1.254	1.154	1.342	1.222	1.283
Rank	2	4	1	6	3	5
ERA	2.97	3.76	3.23	4.35	3.45	3.32
Rank	1	5	2	6	4	3
Wins	33	20	14	20	23	12
Rank	1	3.5	5	3.5	2	6
Saves	4	2	41	3	28	3
Rank	3	6	1	5.5	2	5.5
Hitting	20	14	8	12	10	20
Piching	7	18.5	9	21	11	18.5
Combined	27	31	17	33	21	39.5
Rank	3	4	1	5	2	6

And so, our standings are:

1. Aubie-Wans
2. Lexington Omnipotent Ones
3. St Simons Sand Dodgers
4. Cutthroats
5. 1830s
6. Cameron Park Lost Boys

A few notes: as I said earlier, we only used the National League. Therefore when a player is traded out of the league, it's your tough luck. I am sitting on Tom Glavine and Dale Murphy, both of whom are rumored to be going to Boston in return for Greenwell. Now if I had fist crack at Greenwell, that's be one thing. But the ways things are now, however hears about the trade first, and gets Mickey on the phone, gets it. I'd like to think about changing that for next year.

Second, we did not have a "formal" draft. What we did, in the grand Dip tradition, was submit "preference lists." Mine ran to about 20 for each infield position, probably about 50 outfielders, and even more pitchers. Mickey simply, when it was your turn, went down to your list and gave you the first available player you had on your list. This may account for some of the imbalance, like the Aube-Wans, particularly before the Deshaies and Hurst for Lee Smith and Mitch Williams trade, having ALL relief pitchers. Doug inherited his team from Mickey, who put together a team of left overs from the draft. When Doug asked, begged, demanded to be in, Mickey gave him his team (ah, how nice... but then again...). Note how spectacular my pitching is, and how terrible my hitting is. The 1830s on the other hand are the opposite. The Aube-Wans and the Omnipotent Ones are the best balanced teams in that regard, and that's, I'm sure, why they are winning!

Trading deadline is the day before the All-Star game. Look for some blockbusters before than.

**REMEMBER TO CHECK YOUR GAME DEADLINE,
AS THEY VARY!**

SEE YOU AT DIPCON!

Tom Nash
202 Settler's Road
St. Simons Island, GA 31522

Trade _____
Playing _____
Sub Through issue Number _____
Last Issue! _____